

LAWS AND PRACTICE  
OF  
WHIST  

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BY CÆLEBS.

DO. A.  
VITT. EM. III





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THE  
LAWS AND PRACTICE  
OF  
WHIST.

BY  
CÆLEBS.



AS PLAYED AT THE PORTLAND CLUB.

*"Vous ne savez pas donc le Whist, jeune homme? Quelle triste vieillesse vous vous préparez!"*

Second Edition,

*Price Two Shillings and Sixpence.*



LONDON:  
ROBERT HARDWICKE, 26, DUKE ST., PICCADILLY;  
AND ALL BOOKSELLERS.

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## PREFACE TO THE SECOND EDITION.

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WITH the view of securing a uniform standard of authority on Whist ; the laws, which, in the former edition of this work, were compiled from indifferent sources, have, in the present edition, been specially revised, in conformity with the rules of the Portland Club. At the same time, they are equally in accordance, so far as the Author is aware, with the regulations of all the best Whist-clubs of the present day ; although materially at variance from Hoyle, or any other writer. When it is considered that the sixth genuine edition of Hoyle, published exactly one hundred years ago, contains only twenty laws applicable to Short Whist, and that one of the earliest revised editions (by C. Jones, 1775) exhibits no less than six variations from these ; the futility of appealing to that original master will be obvious. Even the eighteenth edition of Mathews gives only sixteen laws for Short Whist.

LONDON, *June*, 1856.

## INTRODUCTION.

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SINCE the decline of Hoyle, several writers have aspired to supply a standard text-book on Whist; but owing either to a want of prestige, or to individual demerits, one and all have failed alike to usurp an exclusive control over the details of the game. The natural inefficiency of a work published more than a century since to compete with modern improvements, is sufficient to account for the deposition of Hoyle; and the multiplicity of subsequent remodellers, each inculcating his own empirical notions and independent codes, is equally sufficient to impede future unanimity. Meantime the government of all whist-rooms stands upon fluctuating conventionalisms: different societies adopting different customs, and different individuals being swayed by different authorities. It would be hopeless, in the face of so many failures, to attempt directing the allegiance of the modern play-world into a new and uniform channel: practically, however, all that is requisite to prevent disagreement, is a simple notification beforehand of the authority by which



all debatable points shall be determined. It is in the power of every player before sitting down to inquire this point; which, in the case of Clubs, would most properly be settled by the Committee.

Independently of the absence of unimpeachable authority, the existing hand-books to Whist are more or less unsatisfactory. Some, indeed, are positively injurious, from their extreme conciseness; while others are too diffuse and immethodical, consisting of bare undigested precepts, dotted down in eccentric confusion, unconnected by any theory, and unexplained by any principles.

If Hoyle were not exactly the first who reduced the practice of Whist to a science, he is, at least, entitled to the credit of having rescued its rules from the vagueness of oral tradition, by giving them (anonymously, in 1743) a printed existence. His maxims, having been collected during the infancy of play, are naturally imperfect. He, however, having once supplied the text, succeeding commentators have not been wanting; and at length the attainments of the scholars have so far surpassed the doctrine of the master, that the latter is now known as that of 'the old school,' and is nearly obsolete.

Hoyle has been remodelled by several hands, none of whom have attained repute.

Mathews, in 1822, became to the new school, with respect to authority, what Hoyle was to the old; and though his maxims are excellent, yet his work is so defective in arrangement, that it cannot be recommended to a learner.

Arnaud's Epitome of Whist, published in Edinburgh, 1829, made less pretensions to originality of doctrine than to novelty of arrangement. His maxims afford a tolerably correct synopsis of the game; but being categorically arranged, so as to form as it were a skeleton Dictionary of isolated positions, they require to be learned by rote, appealing more to the naked memory than to mental induction.

The introduction of Short Whist called forth, in 1836, the well-known Major A——. With somewhat verbose augmentations, his instructions are nearly identical with those of 'his old friend' Mathews: like whom, he despises any approach to methodical arrangement, continually repeating similar maxims; separating exceptions from rules, and examples from both; jumbling original data with derivative results; presenting altogether such a labyrinth of advice, and apparent inconsistency, as no learner can easily unravel. A 'little learning' is the sure result of such immethodical treatises, not embracing any general outline before descending to *minutiæ*. The mind must thoroughly

understand the cause before it can embrace its consequences: unless acquainted with a whole, it cannot comprehend the symmetry of the parts; but an insulated position appears arbitrary, and the connection is not distinguishable. As difficulties arise, or new matter presents itself, a general principle will afford a rallying point; and we find ourselves possessed of premises, from which we may argue.

The rules in Mr. F. P. Watson's edition of Admiral Burney's Treatise are sound and comprehensive, and the classification is a great boon to beginners. This work, however, is too meagre to develop the intricacies of the game; the author being of opinion, that very diffuse instructions are superfluous, in comparison with practical observation and experience.

Partiality for comic literature induced an Amateur to favour us, in 1843, with his lucubrations on Whist. For the historical portion we are under due obligation; but facetious practice at Whist is not a *desideratum*.

The Treatise by Mr. J. W. Carleton, embodied in Bohn's "Handbook of Games" (1850), comprises nearly two hundred closely printed pages, being divided into four parts, three of which are "revised editions" of Mathews, Hoyle, and Deschapelles; the fourth being "partly original and partly compiled." The importation of Hoyle and Mathews into

this volume is perhaps rather owing to their copyright having expired, than to their intrinsic merits: but we cannot account for the fulsome praise accorded to the elaborate fanfaronade of M. Deschapelles; whose reason for splitting the Laws of the Game into no less than one hundred and thirty-nine articles, is thus interpreted by Mr. Carleton: "Rules," says he, "have in all sciences become so multiplied, and so mixed up with precepts which should be wholly separated therefrom, that they have only served to fatigue attention by their bulk, and to distort all natural principles of logic and equity." Certainly we never met with such a farrago of canons as follow this *preordium*.

Finally, we consider Mr. Carleton's own contribution quite insufficient to fill up the *hiatus* in Whist reformation. The bulk of his treatise will of itself deter many from its pages: and only a strong advocate for tautology would dream of treating Long and Short Whist in separate departments, when the precepts of both systems are essentially identical.

But notwithstanding so many publications, the complaint made by Mathews in 1822 is applicable to the present day—that a good player is rarely met with, a fine one scarcely ever. We still continue to hear of some squire, parson, or lawyer, who 'plays an excellent

rubber ;' but who is at best perhaps capable of playing his own hand at the expense of his partner's. The average of such performers merely possess by rote a few empirical rules, which they indiscriminately apply ; without reflecting that general maxims presuppose the game and hand at the commencement, and that the slightest derangement in the data involves a corresponding modification of play. The road to proficiency, on the other hand, is to commence by mastering the principles rather than the apothegms of the game ; and though the principles themselves can only be verified in the mind, and impressed on the memory, by constant practice ; yet in Whist, as in all other sciences, that practice, which is based on previous study of the rudiments, will assuredly prove the easiest and most perfect. No science can be intuitive ; and the amount of inductive process requisite at Whist, constitutes the main element of the moral excellence and peculiar fascination of the game. By some, nevertheless, the toil of learning is dispensed with, because they play only for amusement. Fine amusement for the unfortunate partner !

THE  
GAME OF WHIST.

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As the most elaborate bookwork generally fails, in comparison with oral tuition, to impart an intelligible notion of the plot or mechanism of any pastime, we abstain from affecting any description of the organization of Whist. An outline of the *rationale* of the game may be deducible from the tenor of the laws; but a full development of its routine can only be satisfactorily afforded by *vivâ voce* elucidation.

## TECHNICAL TERMS.

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*Bumper*, a rubber of full points, *i.e.* 5 at long whist; 8 at short.

*Call* (at long whist), when holding two honours at the score of eight, you "call" on partner, to know if he can show a third; in which event, you count game at once.

*Finesse*, when having two or more cards of unequal value, you put on a subordinate one, in hope of the intervening card or cards being on your right. (*Vide more particularly Art. 4.*)

*Force*, leading a renounced suit, in order to force it to be trumped.

*Forced lead.* (*Vide Art. 8.*)

*King card*, highest remaining of a suit.

*Long trumps*, all the remaining trumps being in one hand.

*Loose-card*, *i.e.* *losing card*, one not likely to win a trick.

*Love*, not having scored.

*Lurch* (at long whist), not saving the double point.

*Minor tenace*, second and fourth best of a suit. (*Vide Art. 4.*)

*Misdeal*, not giving thirteen cards to each

hand, in due rotation, when the pack is perfect.\*  
(*Vide Laws 10 to 13.*)

*Points.* Each game consists of so many points, according as it is a single, double, or treble: at the end of a rubber, the points (if any) of the losing party are set off against those of the winners; the balance being the value or *points of the rubber*.

English points, used only at long whist, vary from 1 to 5, as the games are single or double; one point being added for the rubber.

French points, peculiar to short whist, vary from 1 to 8, as the games are single, double, or treble; two points being added for the rubber.

In the former case,—

A *single* is where the losers have scored at least five.

A *double* is where they have not scored five.

In the latter,—

A *single* is where the losers have scored at least three.

A *double* is where they have scored under three.

A *treble* is where they are *love*.

*Renounce*, having none of the suit led.

*Revokes* are of two kinds: (1) not following

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\* A pack is imperfect when it contains more or less than fifty-two cards, or a duplicate card.



suit when able ; (2) not complying with a performable penalty. (*E. g.*, *Laws* 20, 22, 26.)

*Rubber*, the majority of three games.

*Ruff*, trumping a renounce-suit.

*Score*, the computation of the game, marked thus by counters :—

1	2	3	4	5	6	7	8	9
o	oo	ooo	oooo	ooo	ooo	ooo	ooo	ooo

*See-saw*, each partner ruffing an alternate suit.

*Sequence*, two or more cards of a suit in succession.

*Tierce*, *quart*, *quint*, &c., sequence of three, four, five, &c., cards respectively.

*Tierce major*, ace, king, queen. *Quart major*, ace to knave inclusive. *Quint major*, ace to ten inclusive.

*Slam*, winning every trick in the hand.

*Tenace*, having best and third best of a suit. (*Vide Art.* 4.)

*Underplay*, playing a deceptive game. (*Vide Chap.* VII.)

## LAWS OF THE GAME.

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1. The first four persons arriving at the card-table are entitled to make the first rubber. FORMATION OF TABLE. Apart from this privilege, at the formation of a rubber, each player having drawn a card from the same pack, the lowest four are entitled to precedence; the remainder having the privilege of entering at the next table formed, or awaiting their turn at the first.

Six players constitute a full table.

After one rubber, the players "cut out;" the highest withdrawing, to make room for supernumeraries, only two of whom are admissible together. After the second rubber, the longest players withdraw by rotation.

A member who has not played, has a prior right to one who has played at another table.

2. In cutting, ace is lowest. The two lower PARTNERS. become partners; the lowest having the deal,

chooses seats and cards. Should the two lower cards be identical in value, these cut again for the deal. No one having once chosen his seat, can change the same during the rubber. After each rubber, a fresh cut may be made for partners, or for deal only.

Spurious  
cards.

In cutting, should two or more cards be identical in value, so as to arrest the comparison between the higher and lower, such cards are passed over, and others drawn, until the elimination, of which the process is somewhat capricious, is complete.

Supposing a king, two queens, and nine are cut : the queens re-draw, for the lower to pair with the nine ; which, as the absolute lowest in the original cut, takes the deal.

Similarly should three kings and a queen be drawn, the queen gains the deal, pairing with the lowest in the new cut ; if a king and two knaves succeed, a further draw is necessitated as between the knaves, for the lower to pair with the original queen.

But if a tray and three deuces are drawn, the tray becomes the absolute highest ; the deal falling to the lowest in the second cut :\* so that if two trays succeed, a further draw is requisite as between them, for the higher to pair with the original tray.

SHUFFLING. 3. The cards must be shuffled above the

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\* It might be supposed that if three kings were drawn in the second cut, the tray would be converted into the original lowest ; but such is not the case.

table. Each player may shuffle; the dealer having the final, and eldest hand the penultimate option.

It is unusual, however, to be too punctilious, the preparation of the dealer's pack being ordinarily intrusted to his left-hand adversary, and the alternate pack to the dealer's partner. No one is obliged to shuffle: nor can any one reclaim the privilege after relinquishment of his due turn.

4. The cards may be changed as often as any NEW CARDS. party chooses to pay for new packs. One new pack cannot be called separately.

5. To constitute a cut, either parcel must THE CUT. consist of four cards at least.

Should any card be exposed in or before cutting, whether accidentally or otherwise, the pack must be cut anew.

After the cut has been intentionally accepted, the pack can in no way be altered; the sanction of the cutter and dealer being conclusive: the dealer must, therefore, adhere to this cut, or resign his deal.

It follows, that new cards must be bespoken before the cut.

6. If the dealer looks at the trump before DEALING. the pack is dealt out, the adversaries have a right to see it likewise, with the option of a fresh cut.

Faced card. 7. Any card, except the last, being faced, necessitates a fresh deal.

Exposed card. 8. Should a card be exposed in dealing, the non-dealers, if blameless, may, on naming it, demand a fresh deal, before the trump is turned. On the other hand, should the non-dealers alone be culpable, the dealer has the option.

If, almost the last card having been exposed, the turn-up follow so rapidly as necessarily to forestall any decision, the opponents acquire the advantage of guiding their election by the trump. (*Vide Law 38.*)

Any one looking at his cards during the deal does not thereby lose his option, if he is clearly innocent of the cause of exposure.\*

If the deal stands, the exposed card cannot be called.

Lost deal. 9. If the dealer drop the trump-card on his parcel before exposing it, the deal is forfeited; but he may set it apart from the rest, while bets are being arranged.

Misdeal. 10. When any one has fourteen cards, the others not having their complement, the deal is lost; but when any one has less than thirteen, this is not necessarily the case; for if a card had been dropped in dealing, the deal is only lost in the event of detection ensuing

(Dropped card.)

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\* Looking at one's cards during the deal simply precludes a misdeal. (*Vide Law 14.*)

before the first trick is played;\* henceforth the disadvantage is shifted on the defaulter, who will be liable for each revoke he may make, in consequence of not having duly counted his hand; nor will the case be altered, though the missing card be found in the other pack, it being, moreover, liable to be called when discovered.

This law may seem, at first blush, severe; but the presumption is, that the card was not dropped in dealing, but by the defaulter, who might even have purposely mixed it with the other pack. Card laws, having reference to the possibility, not the probability of mal-practices, admit no distinction between intentional and non-intentional acts.

11. As there can be no misdeal with an imperfect pack (*Vide Definition*), it is no absolute proof thereof, that any one has fourteen cards: for, if the rest have their complement, an extra card must have crept into the pack; in which case, if the interloper be not rejected before playing, the non-holders gain the option of a fresh deal. (Redundant pack.)

12. Again, it is no proof of a misdeal that any one has only twelve cards, as the pack may be deficient; which point should be immediately ascertained, a subsequent deal not being (Deficient pack.)

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\* Observe the expression is *played*, not gathered, nor turned, nor quitted.

annullable on the ground of wrongful possession. (*Law 15.*)

If a hand be played with an imperfect pack, the score is not vitiated after the completion of a subsequent deal.\*

How far  
the dealer  
may cor-  
rect him-  
self.

13. The dealer, when at fault, may count so much of the pack as remains undealt; but may not touch the cards on the table to ascertain an error: though, having dropped a card to the wrong parcel, he may recall it before serving another; or, having dropped two cards together, he may correct himself before dealing a third: in other words, *where a card is recalled from more than one parcel, it is a misdeal*; as also where the wrong card is recalled.

Cancel.

14. If an adversary looks at his hand during the deal, and the dealer's partner has not done so, no misdeal can be claimed; but the mere touching, or collecting the cards, will not relieve from the penalty. Generally, however, if a misdeal is attributable to any interruption by the adversaries, the deal will not be forfeited.

*Case.* A, having misdealt, claimed exemption, on the ground of his opponent having interrupted him, by questioning his title. *Decision.* Claim allowed.

Dealing  
out of turn.

15. Any one dealing out of turn, or with the

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\* Many hands have been unconsciously played with only forty-eight cards.

wrong pack, may be stopped before completing the deal: henceforth the deal proceeds in rotation, the packs remaining as changed.

*Case.* A, having made a false deal, cut to B; after whose deal it appeared that a card of A's pack had been mingled with B's. Should the deal, having been wrongfully transferred, revert to A? *Decision.* Yes, though not on the plea advanced; but because B's deal could not be properly *completed* with a superfluous pack.

16. One partner may not deal for the other; much less in turn of the other, without the opponent's consent.

17. Every card improperly played, even EXPOSED CARDS. though retrieved unseen, may be demanded to be left on the table to be called; and every card faced, or unduly exposed, may, if named (*Vide Law 23*), be called, wherever it will not constitute a revoke; and the call may be repeated until satisfied.

A card must either be faced, or partially severed from the rest, to come within the penalty. A player overlooking his neighbour's cards cannot call them, unless wilfully exposed: but a semi-detached card may be called; and *à fortiori*, a card actually played can never be taken back, if demanded, except in the case of a false renounce. A card falling to the ground should not purposely be looked at, though it is liable to be called.

18. If more than one card be exposed in playing to a trick, the adversaries may decide



which shall be played ; and afterwards call the remainder.

There is no ground for considering this proceeding as exacting a plurality of penalties.

Supposing the cards are not dropped quite simultaneously, and that one is distinctly played before any other is exposed, the latter can only be treated as an after-exposure, and cannot be called to the trick.

LEADING  
OUT OF  
TURN.

19. If any one lead out of turn, the adversaries have the choice, after consulting, of calling the *card* exposed *at any time* ; or a *suit* from *the right player*.\*

Should the exposed card be voluntarily played away before being called, no penalty remains.

PLURALITY  
OF LEADS.

20. If any one, having headed a trick, leads afresh, or, having won the trick fourth hand, leads consecutively several cards, without in each case awaiting his partner's play, the partner may be called on to win the trick originally headed, or any of the subsequent cards played by anticipation ; in which event each of the intercepted cards may be called.

Non-compliance with a performable penalty amounts to a revoke. (*Vide Definition.*)

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\* The limitation in calling a suit only from "the right player," creates an undue distinction in the penalties, as between leading in turn of the partner, or in turn of the adversary : as in the one case, either a suit may immediately, or the exposed card subsequently, be called ; in the other, no choice can exist.

*Case 1.* D, fourth hand, having won the trick, immediately plays a succession of winning cards, without waiting for his partner, whom the adversaries call upon to intercept the lead. Is D's partner, having none of his suit, obliged to ruff? *Decision.* Unquestionably.

*Case 2.* Had D in the foregoing case contented himself with simply laying his king-cards on the table to be called, would he equally have compromised his partner? *Decision.* It has been doubted whether the old laws were sufficient to meet this informality; but it is now ruled, that the complexion of the case would not under these circumstances be altered, as in equity the cards must be considered as virtually played.

*Case 3.* A being left with only a long trump and long suit, plays the trump, and then his other cards, in anticipation of the lead, which he declares to be immaterial to the issue. The adversaries claim to treat his hand as exposed; and call one of the long suit to their lead. *Decision.* Claim disallowed; but had A any of the suit led, he would have been liable for a revoke.

21. When a mislead is followed by one or even two players, each of their cards may be called; the example of one not justifying the fault of another: but should the trick be completed, it stands good, on the principle—*communis error facit jus*. PLAYING  
OUT OF  
TURN.

22. If third hand plays before the second, so may the fourth; otherwise, if fourth hand anticipates his partner, the latter may be called on to pass or win the trick.

23. Cards liable to be called must be named at once, if challenged; and may, of course, be disclosed to partner. CALLING.

Otherwise, a card only imperfectly seen might be safely called, from an after-elimination of its position.

24. A penalty cannot be demanded in lieu of a card already played; except where, notice having been given, a reasonable interval is not afforded.

25. If the delinquents have none of a suit called, the penalty is extinct; if the opponents call different suits, either may be led.

MISCALL-  
ING.

26. If a wrong card be named or called, the penalty recoils on the miscaller; whose best or worst card may be demanded to any subsequent trick.

*Case 1.* A having exposed the nine of hearts, B names it, but by a *lapsus linguæ* eventually calls the nine of clubs: A calls the lowest of a suit. Can B still call the heart, on paying the penalty for his own error? *Decision.* No; the law makes no allowance for accidents.

*Case 2.* A, being empowered to call a suit, asks for a *small* club. What is the consequence? *Decision.* The penalty, being overstepped, is cancelled.

MISPLAY-  
ING.

27. Should any one play twice to one trick, or pack the trump card with the tricks, he is liable for each revoke made in consequence; the same as if he had dropped a card. (*Law 10.*)

28. Should any one have omitted to play a trick, the adversaries may claim a new deal.

TRUMP  
CARD.

29. A player is entitled to know the trump-suit at any time; but not the trump-card, after

the dealer, or his partner, has played to the second trick; whenceforth this card may be called, if exposed. Should it have been prematurely taken in hand, and the dealer produce a strange card, the latter may be called. Should he disclaim all knowledge of it, he may be obliged to play his highest or lowest trump at the first opportunity.

It is erroneous to suppose the trump-card may not be taken in hand sooner, nor exposed later, than a given period: either may be done at peril.

30. No one can see more than the last trick turned, and the current trick; *i. e.*, at most eight cards, of which only four have been turned. RETROSPECTIVE CARDS.

The wording of the old law, "You may never see more than eight cards," was often misconstrued into "You may always see eight cards."

31. Before the trick is gathered,\* you may require each card to be claimed; the proper formulary being, "Draw your cards." To ask who played any particular card, is too pointed. If you inquire your partner's card alone, the adversaries may take all the advantage of his mis-claim. PLACING CARDS.

*Case.* A having requested cards to be placed, his partner misappropriates the best; whereupon the adversaries abstain from drawing. Can they claim the trick, A having passed it? *Decision.* No; the fault being partly their own, A may recall his card.

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\* Formerly only before playing.

In a similar case, the players simply named their cards, instead of drawing them, and A passed the trick through a misunderstanding. Here again the adversaries put themselves out of court by not properly complying with A's request.

ABANDONED  
HANDS.

32. When possession of a hand has once been distinctly abandoned, it cannot, even though unexposed, be again taken up from the table, if the opponents decide on calling it.

A mere proposal to lay down a hand is not penal : the abandonment must be absolute.

*Case 1.* A having intimated that he has the game, B (adversary) resigns, when it turns out that A was mistaken. Can B recall his hand? *Decision.* No; he should have called A's hand, instead of resigning his own. C and D proceed to call both hands respectively.

*Case 2.* A, B, and C, having thrown up their cards, can D call all *three* hands? *Decision.* No; his partner's hand can be called by the opponents.\*

*Case 3.* Should the three hands have got mixed in throwing up, and D proves the game might possibly have been saved, can he reap the advantage? *Decision.* Yes, provided his own partner had not mixed the cards.

*Case 4.* A and B, opponents, having thrown down

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\* I do not understand the principle of this decision; having always thought that a player, abandoning his cards, has no more power than a bystander over the remainder of the hand: so that if both partners, A and B, following the example of C, abandon their cards, it would be open to D to make any possible disposition of the hand.

their hands, are respectively permitted to retrieve them, apparently without prejudice; but after an interval of some tricks, A's partner claims to call B's hand. B pleads mutual condonation. *Decision.* Plea allowed, after much dispute. This is an instance of the bad consequences of not playing the strict game.

33. There are two criterions for the estab- REVOKE.  
lishment of a revoke: either, the trick must have been quitted; or, the party revoking, or his partner, must have played since.

It is no confirmation of a revoke, that the trick is simply turned, unless absolutely *quitted*; which is not the case till the trick is turned, and the hand entirely withdrawn.

*Case 1.* A having renounced, B had turned the trick on five others, and gathered the six together; but while his hand is still on the parcel, A discovers he could follow suit. *Decision.* B's hand having never quitted the trick, A is in time to correct his card, if neither himself nor partner had since played.

*Case 2.* The trick being turned by the non-winners, A discovers, while claiming it, that he had revoked. *Decision.* The trick not being *properly* quitted, the revoke can be rectified, in the absence of after-play.

*Case 3.* Can a revoke be rectified after the trick has been merely turned over, without being gathered up, the hand having been withdrawn? *Decision.* Not unless such trick was turned by the non-winners.

34. On partner renouncing, he may be Mis-  
questioned on the point: and if he finds that re-nounce.  
he is in error; then, so long as no revoke has been consummated, he may withdraw the re-

nounce ; on penalty of substituting his highest or lowest of the current suit, or of having the false card subsequently called, as may be demanded : the after-players being at liberty to alter their cards accordingly.

*Case 1.* A having requested his partner to re-examine his hand, the trick is quitted in the mean time. Is the revoke established ? *Decision.* Not unless the trick is quitted by A himself or his partner ; the question having been put in time.

*Case 2.* A, having renounced, is, while in the act of playing again, admonished by his partner, when it became a question whether the card *in transitu* was actually played, or only exposed. *Decision.* The card was played, so soon as it left the owner's hand.

35. No revoke can be claimed after the tricks have been mixed.

The proof of revoke rests on the claimants, who may examine all the tricks at the end of the hand ; and if the defendants prevent discovery by mixing the tricks, the penalty may be taken *pro confesso*.

Penalty. 36. Each revoke incurs a separate penalty, taking precedence of every other score ; each penalty may be differently taken ; but a single penalty is not divisible. You may add three to your own, or subtract three from the adverse score, or appropriate three of the adversaries' tricks. A party revoking cannot count game that hand.

Hence there may be judgment in electing the penalty ;

E. g., if the opponents are four or two to love, add to your own score; if they are three to one, take them down; if they have seven tricks, take three of them.

When no point remains to be saved, the idea of requiring the hand to be played out, for the chance of the winners' revoking, is frivolous, because they would naturally offer their hands to be called.

Should the very improbable case occur of both parties revoking, the penalty is mutually taken, neither counting game.

Bets on the odd trick are decided, in the case of a revoke, by the result after the penalty is taken.

*Case.* If the revoking party are four, and three points are taken from their score, can they then count honours? *Decision.* No.

37. An overscore may always be taken down. **SCORING.**  
An omission to score can never be supplied after an intervening score has become due; and honours can at no time be counted unless claimed before the ensuing deal is completed.

In scoring honours, it is sufficient that the question **Honours.** be mooted, without being settled before the turning up. If the claim had been flatly negatived by the opponents, but is subsequently established, lapse of time is no estoppel.

*Case.* A and B (partners) having played three honours, at the score of three, A intimates that the game is won; but C insists on playing out the hand for the avowed object of "saving a point;" and when the next deal is completed, impeaches A's title to the game, on the ground that he had not properly called honours. *Decision.* The call of honours was implied, **(Implied claim.)**



and distinctly recognized by the adversary. The prematureness of the claim does not destroy its efficacy.

38. In all cases of delinquency, reasonable time must be allowed for exaction of the penalty.

It may be injurious, though to some extent fashionable, to attempt correcting an error, before the penalty is called. *E. g.* If A, having made a renounce, suddenly substitutes another card, which would not meet the call of the adversaries, such card is unnecessarily exposed, and involves a separate penalty.

## ADDITIONAL LAWS AT LONG WHIST.

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39. If any one calls after having played, or reminds his partner of calling after the deal is completed, the adversaries may claim a fresh deal.

CALLING  
OUT.

*Case.* A being at eight, inquires of his partner immediately after the deal is completed, "How many are we?" *Decision.* He is guilty of indirectly reminding him to call.

Calling is the only positive avowal permitted at whist. It is an intimation to partner to lead trumps; hence, with a powerful hand it is not advisable to call, lest you put the adversaries on their guard: neither is it advisable, unless partner has the lead, to call before the latest period allowed, viz. before your own turn to play.

When the adversaries do not call, if you have no honour, you may presume partner to have at least two; having one, you presume that he has at least another; if both parties are at eight without calling, there is probably one honour in each hand.

40. If honours are not shown at the outset, precedence will be given to tricks.

41. If any one calls without having two honours; or without being at the exact score of eight; or shall answer the call, without holding two honours; the adversaries may consult as

Calling  
without  
title.

to a fresh deal, reclaiming their hands if thrown down.

*Case 1.* A on turning up an honour, immediately calls to his partner, "Have you one?" May a fresh deal be demanded? *Decision.* Yes; unless it turns out that A, possessing another honour, had really a title to call: otherwise he is guilty of reminding his partner.

*Case 2.* A having 4 honours at the score of 6, claims game; can a fresh deal be demanded for calling at another score than eight? *Decision.* This is not a *call*, the honours being only treated as exposed cards.

BY-LAWS.

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IN the preceding code we have been careful only to incorporate the established laws, as observed at the Portland Club. Various amendments have from time to time been suggested; but the most judicious after-law will ever be inoperative, so long as it rests merely upon individual authority. We may, however, suggest the expediency of a supplemental code for adoption by special agreement. With regard to intimations, some further enactment is positively desirable. For, granting that the majority of remarks are unintended to influence the play; proceeding rather from a sincere presentiment, that the merits of the case are so obvious, that scarcely any contingency would alter the presumed result; nevertheless, cases frequently do occur, where, whether by some under-current of play, or accidents of the game, the prognostications of an impatient player become suddenly falsified; in which event he escapes with impunity in the absence of a positive enactment to punish his unlicensed commentaries. The only remedy for such an indefinite fault, consists in the

adoption of a comprehensive law, rendering every species of verbal intimation, whether for good or evil, a tangible offence. But owing to the necessary stringency of all intimatory laws, their *compulsory* introduction will probably ever be precluded. To legislate against emphasis of gesture is impracticable,—*Quid leges sine moribus?* This only renders the infirmity less excusable. Retaliation occurs, and the end is *sick* whist. It will be understood that the following laws are only enforceable by conventional agreement.

INTIMA-  
TIONS.

42. Whoever indicates the tenor of his hand, or probable result of the game, by any such expressions as, "I hold game," "I have nothing," "We need not play;" or by proposing a bet during the play, must suffer his hand to be called.

43. Whoever directly or indirectly indicates possession of any card or cards, must submit to such being called.

*Case.* Three honours being played, A exclaims, "We are four by honours." *Decision.* The fourth honour may be called, unless turned up.

44. Whoever signifies approval or disapproval of partner's play, or induces him to play or withhold any particular card or suit; or separates his own card from the trick unasked; or offers any remark or information not specially allowed, shall submit to a suit

being called on the first opportunity, either from himself or partner, for each offence.

This provision is to be understood as comprehending only such intimations as have not been specially provided against :—*e.g.*

Pointing to the score, after completion of the deal.

Reminding partner to lead through an honour.

Inquiring or revealing the name of the dealer or trump-card after the period prescribed by law 29.

45. Either party scoring honours without title shall transfer the number over-scored to opponents. OVER-SCORING.

46. So long as two partners have their score differently marked, it shall be in the power of the opponents to elect which score shall be taken.

47. Whoever revokes shall pay his partner's points (but not bets) for the rubber, notwithstanding the result was not thereby affected. REVOKING.

Except in the case of bets disproportionate to the points, the latter clause of this law operates against an intentional revoke. (*Vide* Appendix II.)

48. A bystander, if betting, may rectify an over-score: any other interference, without the consent of both parties, subjects the favoured party to forego the benefits pointed out. BY-STANDER.

The position of a bystander is voluntary, his silence imperative; and though the idea of holding him accountable for his intermeddling is equitable enough, yet the assumption of its practicability is somewhat preposterous.

## CHAPTER I.

## PRELIMINARY INSTRUCTIONS.

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*"Est quoddam prodire tenus."*

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GRADA-  
TIONS  
OF PLAY.

1. THE novice should play his hand in a straightforward manner, finessing but slightly, and never misleading his partner; his object should rather be to save than to win the game: briefly, he must play a *good* game before attempting a *fine* one; that is, he must pursue the safest leads and most simple finesses, without indulging in capricious experiments, or venturing into the labyrinths of underplay. As he becomes more experienced, he will gradually improve his tactics, adapting them to the infinite modifications which arise in the course of play; and will not scruple occasionally to abandon altogether the beaten track, when, on the principle 'nothing venture, nothing gain,' he may, by a bold and unsuspected deviation, save at least, if not win, the game. Such refinements cannot be taught by rote, being mostly extempore stratagems effected by the genius of the accomplished tactician.

2. It is indispensable to obtain a permanent acquaintance, at the outset, with certain fundamental principles, which, though productive of invaluable assistance, are grievously neglected by beginners. TECHNICAL  
RUDIMENTS.

*a.* Always consult the scores before playing. Score.

*b.* Bear in memory the trump-card : it may often explain the lead, and by withholding it as late as practicable, you add somewhat to the information of your partner. Trp-card.

*c.* Never hesitate long, nor half draw out different cards : this is disadvantageous to yourself, and tiresome to all. Hesitation.

*d.* Never play at random : a bad reason is better than none. Beware also of forming a system upon one or few results ; as bad play may *chance* to succeed where good would not ; and it will ever be more difficult to displace erroneous impressions than to acquire just ones at first : on this account avoid beginning to practise with indifferent players.\* Random  
shots.

*e.* Let your general play be as intelligible to a *good* partner as you can make it ; for though you may thereby offer equal information to the Demon-  
stration  
of hand.

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\* The best whist-player of his time (Lord William Manners) maintained the odds to be only *five per cent.* between the best and worst partners. If this be true, it is well worth while to seek improvement at so small a sacrifice. *Le jeu vaut la chandelle.*



opponents, the advantage is usually more available to your partner. Experimental deviations from the simple course tend to destroy that confidence between parties which constitutes the essence of success.

Nevertheless, in proportion as partner is weak\* and you strong, an obscure game, particularly in adverse suits, may be useful: *e. g.* the mode of playing sequences may be reversed; deeper finesses made; king-cards reserved, and false ones discarded. At other times, the disadvantage entailed by misleading partner is not counterbalanced by placing opponents in the same boat; all parties will then be pulling against you. It is the height of proficiency to vary your play at the *proper* season, and according to the calibre of the players.

Diagnosis  
of tricks.

*f.* Having calculated the probable worth of your hand, keep your eye on the board, instead of poring over your own cards alone; so that by strictly analysing the value of each trick, you may regulate your judgment as to the strength of each player's hand, and the position of the remaining cards. He who can recollect the precise order of play has a decided

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\* Leading strengthening cards without a sequence, and abstaining from fresh suits, is *prima facie* evidence of weakness.

Queen, knave, ten, are strengthening cards: the nine is equivocal, being led both from a good and bad suit (*vide* 60).

advantage; and this is the only method of *cultivating* the memory, without which, neither maxims nor practice can make even a mediocre player.

Indifferent players are fond of ascribing their failings to a physical unsoundness of memory; whereas the superior facility with which proficient players draw their conclusions is the result of habitual practice based on a thorough knowledge of the game: quickness of memory should therefore be considered as the effect rather than the cause of good play.

*g.* The habit of counting your hand by suits, and observing the best of each as you sort them, so far assists the memory, as to enable you, by reverting to the original complement, to recall at least the number of rounds in each suit. Placing the cards mechanically, so as to form a system of mnemonics, is not judicious; it may fail at a pinch, or be detected. Many fine players do not even sort their hand.

3. In the following inferences there is little room for ambiguity; unless false colours are purposely shown to deceive the adversaries. (2 *e.*)

*a.* Whenever a superior card is *unnecessarily* played before an inferior, *e. g.* the tray before deuce, it is the strongest indication of the player wishing for trumps.\*

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\* This interpretation is diametrically opposite to the theory in Major A.'s period; when, playing the higher card first indicated exhaustion of the suit and a wish to ruff.

Good players are ever on the look out for this signal, metaphorically termed 'the Blue Peter : ' and the consequences of playing false cards much depend upon the amount of attention bestowed on these *minutiae*.

Sequences. *b.* It being an axiom always to play the lowest of a sequence, except in leading (40, *note*), or asking for trumps ; it follows—

*i.* That the player who leads a high card *not being the best*, is *à priori* credited with the next inferior in value.

Knowing the contrary by your own hand, you may conclude at once that he led to benefit his partner, or to obtain a ruff.

*ii.* That a player does not hold the next inferior card to the one with which he follows suit.

The maxim of playing highest third-hand is an instance of the mischievous effects of 'general rules for beginners : ' sequences and finesses are ever to be excepted ; and these exceptions are more important than the rule.

Bald lead. *c.* Leading from only two in suit, with or without sequence, indicates a wish to ruff ; especially if the higher card be played first, as is proper. (24.)

King-trump. *d.* Leading the king-trump, and then stopping, is generally a sign of exhaustion ; and invariably after a ruff.

Discard. *e.* A player usually discards from a suit that he does not care to be led ; *i. e.* either from his own weakest, or partner's strongest ; taking

care to preserve a remnant of the latter, to lead, if eventually required.

*f.* Discarding a higher card before a lower, is of course a 'Blue Peter.' (3 *a.*) Discarding ace, or king-card, indicates that the sequence cards are behind: discarding second best, indicates having no more.

Observe carefully the *original* discard and the aspect of the game *at the time*. To partner's lead, let the discard be as straightforward and directive as possible; to opponent's you need be less courteous.

The discard, however, cannot be an invariable guide; as the player may not afford unguarding a comparatively good suit.

*g.* The fourth hand is presumed to win at the cheapest rate; if therefore he wins the ten with ace, he has probably nothing intermediate: if, however, he returns the king *instantly*, he should have no more of the suit; and if he had played queen immediately after the ace, it is equally clear that he holds the king.

Sequence  
in fourth  
hand.

By winning with highest of sequence, and returning lowest, you inform partner of your strength; which is eminently desirable in his own leads, especially if trumps.

4. A clear idea of the terms Finesse and Tenace is now requisite.

FINESSE  
AND  
TENACE.

*Finessing*, is when, holding more than one superior card, you endeavour to win the trick without parting with the best; so that, if the

intervening card or cards be on your right, you win at a comparatively slight expense.

*Tenace* is the first and third best of a suit; which combination, in the possession of fourth hand, involves the certainty of two tricks; whereas, in the case of second or third hand, this effect is only contingent.

Both are thus exemplified: the second or third hand, holding ace, queen, ten, *finesses* queen, in the hope of the intervening king lying on the right: at the same time, should the queen be taken, he is left with ace, ten, against the knave; so that, on return of the suit, he will either *establish the tenace*, or command a second finesse with the ten.

Minor  
tenace.

The economy effected by the sister instruments of finesse and tenace is so great, that the chance of establishing or defeating these positions should be a ruling object throughout the hand; the most unflagging observation being requisite to extend the principle into the dregs of a suit. Nor is it less important to keep in view the correlative combination of second and fourth best, or *minor tenace*, standing, as it were, in the position of heir to the pure tenace.

MATHE-  
MATICAL  
DATA.

5 a. Although the rationale of the game is characterized more, perhaps, by intellectual skill and judgment than by fortuitous elements, yet, in the absence of more positive *indicia* springing from the play, a knowledge of certain abstract computations will be useful.

As to any  
given card.

i. It is 2 to 1 against any player (say partner)

holding any given card which you have not (strictly, when he is not a dealer).

ii. It is 32 to 25 (nearly 5 to 4) that he holds one out of any two cards.

iii. It is nearly 5 to 2 that he holds one out of any three cards.

iv. It is 4 to 1 that he holds one out of any four cards.

v. It is nearly 3 to 1 against his holding two out of any three cards; and about 3 to 2 against two out of any four cards.

The odds are so considerable (17 to 2) that no player has any two named cards, that it would be preposterous to play on such a contingency, except as a *dernier ressort* (*e. g.* 93); deeper calculations, therefore, are more for curiosity than use.\*

*b.* In playing for the odd trick, the eldest hand is supposed to have the advantage (certainly with dummy); as the original lead will often effect the gain or saving of the game; but this exclusively depends on the nature of the hand: the dealer, on the other part, has a better prospect of honours; and, at long whist, the deal at commencement is worth as 21 to 20, *i. e.* half a point; at short whist, it is 5 to 4 on the dealer for the game, and 6 to 5 for the rubber.

As between lead and deal.

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\* Before any of the hands are seen, it is 7 to 5 in favour of dealer holding four trumps, but 7 to 4 against any non-dealer. It is about 100,000 to 1 against non-dealer holding ten trumps, but the Author has met with this hand.

OUTLINE OF  
CAMPAIGN.

6. The primary object at starting should be to establish a long suit, whether your own or partner's: this is scarcely feasible without superiority in trumps, the strength of which must invariably, more or less, regulate the play. *Generally*, the primitive lead is from the strongest or most numerous suit, especially if containing an honour; should partner win, he may be expected to show his best suit in return; after which it becomes mutually optional either to pursue one's own suit, or to return partner's, or to open trumps; which last proceeding would be a strong indication of a powerful hand. *When rather weak*, the better policy is to lead such cards as bode least mischief to partner; and to clear the original suits before touching trumps, so as to make the utmost tricks in a direct and certain manner, without allowing king-cards to be ruffed; and, above all, never risking a trick by which the saving of the game is effected.

Return of  
partner's  
lead.

7. It will be seen (*Infra*, 28) that it may be of paramount import to return partner's lead in trumps *instantly*: in other suits, if you have a good independent lead, this is not judicious, particularly when you only win with queen; for by opening a counter suit, you afford a clue to partner, whereby he may direct his future leads in greater security. Here is a sad stumbling-block to beginners, who are tutored

"always to return partner's lead," which rule, if properly interpreted, only means, "return partner's (primary or aggressive) lead, to the exclusion of the adversary's." So far is there no injunction from making a collateral lead of your own, that the omission to do so is only attributable to either of these motives—that you have nothing better to return, or that you purpose establishing a ruff. Nevertheless, it would be dangerous to lay down a precise boundary in this respect, as the exact line of demarcation will only be drawn by a proficient: it may be enough to hint that *generally* a natural or aggressive lead may freely be returned; while a forced or defensive lead should be treated as the lead of the adversary, in which the tenace and command should be jealously retained.

8. Perhaps the best distinction between a spontaneous or natural, and a reluctant or forced lead, is that the one is chiefly made from fortified, the other from defenceless suits; the latter being more especially dependent on some known position, or unexpected fall of the cards. A false card is frequently played by the adversaries solely by way of embarrassment, so as to provoke a change of suit (77, *note*); when, therefore, partner apparently shifts his ground through intimidation, he probably substitutes a *forced* lead, which he

Diagnosis  
of leads.



does not expect you to return. Other kinds of forced or defensive leads derive their propriety from the nature of the scores (9, 37) or trump-card. (36.)

Influence  
of scores  
on play.

9. *At commencement* of a game, a powerful hand is entitled to play boldly. *If the score is considerably adverse*, a shallow or even moderate hand should be sacrificed to strengthen partner ; in which case avoid leading from several low cards ; and where you have less than four in suit, lead fearlessly the most strengthening card, whether king, queen, or knave ; for if partner is weak also, the game must be lost, while if strong, you place him on his guard, and afford opportunities of finessing to most advantage. You might equally lead your best trump, particularly if you have no honour and the adversaries are three. *When the scores are pretty equal*, play more cautiously, and at all times avoid capriciously shifting from one weak suit to another.

## CHAPTER II.

## THE LEAD.

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*"C'est le premier pas qui coûte."*

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10. ALWAYS lead the highest or lowest of a suit; never a central or intermediate card, without at least a peculiar object in so doing.

NATURAL  
OR AGGRES-  
SIVE LEADS

The most favourable leads are those which pave the way to a finesse or tenace; hence,

Elimina-  
tion of  
finesse or  
tenace.  
*Ace king  
knave.*

a. With ace king knave, lead king, and wait.

But observe that with ace king knave five in suit,\* the chances are in favour of the queen falling in the first two rounds.

b. With king queen ten, lead king; and whether it wins or not, wait to see if ace or knave be forthcoming from partner. (16, 65.)

*King  
queen ten.*

c. With queen knave nine, lead queen; and if taken, wait for partner's rejoinder; except

*Queen  
knave nine.*

---

\* By such expressions as ace king knave five in suit, ace four in suit, king three in suit, is meant respectively, ace king knave with two others, ace with three others, king with two others.

perhaps, when you have five in suit, in which case the king-card and ten will probably fall together.

*Ace knave,  
or ten,  
(ineligible)*

*d.* On same principle avoid leading from ace knave, or ten; as by remaining quiet, you are more likely to meet with tenace.

An adept will discover numerous opportunities of following this principle throughout the hand (*e. g.* 35, *note*). At the same time the propriety of adopting or declining the proffered finesse will entirely depend upon adventitious causes; such as the quality of the return card, the nature of the scores, the number of your suit: *e. g.* should you lead from ace knave, and partner win with queen, it would be absurd to finesse on return of the suit, when the king cannot be on your right.

*(Counter-  
plot.)*

11. When a suit is discontinued in order to be led up to, the best chance of defeating the ulterior object will be to lead through the discontinuing hand,—*E. g.*

In the above case (*a*), king having been led on your left, and the suit discontinued, by leading through the ace knave, you may prevent the finesse.

Again, in case (*c*), seeing that queen having failed, the suit is not repeated, by leading through the original player you give partner the chance of making the ten over the nine.

This manœuvre is underplay if you yourself possess the king-card (68); but anywise it relieves partner from the danger of leading up to minor tenace.

12. Sequences heading a suit are always Sequences. safe and eligible leads: holding a quart or quint to king, invariably lead the lowest, to prevent partner from keeping up the ace, and hereafter obstructing your suit, while you proceed with a second round if it is kept up by the opponents: in all other cases lead the highest.

The use of leading the highest of a sequence is manifest: if with a tierce to queen you lead queen, second hand may put on king, and partner cap it with ace; whereas had the ten been led, the ace would still be played, but the king withheld, instead of being hemmed in beyond escape.

Again, with tierce to knave, if second hand holds queen without the ace, he would cover the knave led (49), and it is probable that partner plays higher (5 i.): whereas, if the nine is led, the queen is reserved, and perhaps makes a trick over the knave.

13. With tierce major, if you lead off king and queen, partner will know you have the ace, while the opponents are uncertain. *Tierce major.*

14. If you win with king, from king queen &c. you must not depend on being equally successful with the queen (*Vide* 65); discontinue the suit that the ace may be played. *King queen &c.*  
(*Comp.* 10 b.)

15. From queen knave and another, lead queen, and if taken, abandon the suit, as you cannot play as before from a sequence; with more than one other, you may either lead queen *Queen knave.*

and proceed with lowest, or begin with lowest and proceed with queen.

(Sequence suit, discontinued by A, to be pursued by his partner.)

16. It may be gathered from the preceding rules (12 to 15), that with a tierce you may always lead two rounds; but with only two cards in sequence it is best to allow the second round, if unfavourable, to come from partner; excepting only when the second card of the sequence is unguarded, in which case it should be played *instantly*, lest it clash with partner's king-card.

Ace and low ones.

17. Leading ace, and then a low one, indicates either numerical strength, or positive exhaustion: in the former case, you may establish a ruff for partner; in the latter, for yourself. In general, with ace and several small ones, it is best to remain quiet: playing ace can make but one trick, whereas its reservation may protect partner's hand, if not your own. Moreover, should you be left with long trump and ace five of an entire suit, by passing the first two rounds, you probably make three tricks therein.

Ace king six in suit.

18. With ace king six in suit, insure two rounds; begin with king, for if the ace were ruffed at the outset, partner could not give you so much credit for the king; moreover, the second hand would be less eager to ruff the king than the ace.

Ace king five in suit.

19. With ace king five in suit, and strength

in trumps, you might, if requiring three tricks in the suit, lead lowest; or king first, and then lowest, particularly if partner drops knave; but if weak in trumps, change the suit on the knave falling, and await the result of partner's hand.

20. With king knave and more than one other, or with queen and more than two others, lead smallest. King  
knave &c.  
Queen &c.

It is better to lead from king or queen, *if tolerably supported*, than from ace: the opponents will lead the suits you avoid, and the ace will be most formidable when employed defensively. Strong cards take care of themselves; scheme therefore to protect the weak.

21. From ace queen knave, lead ace queen; if partner has king, he should play it on the queen, so as not to intercept the command; and should this be your primitive lead, he should forthwith play trumps (the best, if weak, 27, iv.). Ace queen  
knave.

22. Do not voluntarily lead from ace queen, (or ace knave, 10 b), unless with five in suit: either alternative, however, is infinitely preferable to opening a weak suit. Ace queen,  
or knave.

Mediocre players, who *never* part with a tenace or certain trick, though for the chance of several, are like fencers who parry well, but cannot attack; it is better to relax your own point than to strengthen the adversaries'.

23. It is bad to lead from several small INELIGIBLE

OR FORCED  
LEADS.  
Several  
low cards,  
or three in  
suit.

cards, at least without strength in trumps; or from only three of a suit without sequence: *E. g.* with ace knave (or ten) and one other, or with king knave and one other, if the lead emanates elsewhere, there is good prospect of two tricks; but without waiting, there is little chance of more than one. (*See also* 42.) King queen and one other, is within the same category, notwithstanding the sequence.

If such a lead is inevitable, commence with highest, or otherwise as advised *supra* 9.

Two rag-  
ged cards.

24. If you lead from only two in suit, commence with highest under any circumstances; except, perhaps, at the very close of the hand. If you are not predisposed to ruff, it is best to avoid the suit altogether. (*Comp.* 3 c.)

Single card.

25 a. To lead, at the outset, a single *loose* card for the chance of ruffing is, at best, a dangerous experiment: the opponents, if strong, will at once suspect the motive, and play trumps; whereas, by quietly awaiting the course of play, you excite no suspicion, and probably win a more costly trick; perhaps, too, leaving the command with partner. Admitting the probability of partner holding a finesse, or some strength in your bald suit, this is no reason for risking the sacrifice of his hand. Moreover, you are liable to misconstruction; for should partner be strong in other suits, he may give you credit for strength rather than

weakness in this, and consequently, after playing out trumps, eventually return the lead to your mutual discomfiture.

*b.* With more than five trumps it may be well to lead a single card; with five only, you might be playing the adversaries' game (80). If weak in trumps, the best apology for leading a single card is when playing for the odd trick, with a prospective tenace.

It must be remembered that these precepts apply only to a primary lead, and a loose card. A single *strengthening* card is unexceptionable, providing always you are prepared to ruff, if called upon.

26. A single king should never be led: by *King*. waiting, the chance is in favour of its making, even with ace against you; this, too, without exposing your weakness, or danger of misconstruction.



## CHAPTER III.

## TRUMPS.

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*"Bis dat qui cito dat."*

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27. To the uninitiated the management of trumps is so much the more perplexing, inasmuch as any error in this suit is generally attended with worse consequences than in any other.

Data for  
leading  
trumps.

With many good players it is a rule, *never* to lead trumps with a bad hand, unless partner shows the 'blue Peter.' But it often happens, in the first place, that partner may wish for trumps, without being strong enough to make a special request; and, secondly, that he has no opportunity of so doing. With due deference, therefore, to this section of players, I prefer following the more general doctrine, that there are four special motives for leading trumps early, irrespective of any intimation from the partner; two of these being direct or offensive motives, and two indirect or defensive; upon which distinction the return or

non-return of the lead is entirely dependent.  
(*Comp.* 7, 8.)

a. The offensive leads (*to be returned*) are—

i. When you have simply numerical strength, unaccompanied perhaps by any other strong suit.

In this case you lead solely to disarm the opponents (29).

ii. When you want to establish a long suit.

In this case you must have at least four trumps (31).

b. The defensive leads (*not to be returned*) are—

iii. When you lead through an honour (36).

iv. When you lead to strengthen partner.

In this case always begin with highest (9, 37).

It must be borne in mind, to prevent a mutual misinterpretation, which might be fatal, that those players who only lead trumps with a good hand, and do not recognise the validity of defensive leads, will naturally expect their lead to be returned in every case, and will be no less sure to act accordingly unto others.

28. The peculiar feature in this department is the necessity of returning the aggressive leads *instanter* (*Supra*, 7). Since the object in leading trumps aggressively is not the bare achievement of the utmost tricks in this individual suit, but the subsequent establishment of plain suits, after the opponents have been

Theory as  
to return-  
ing lead.

disabled from ruffing ; hence, whenever partner is eager for trumps, you may presume, with due regard to circumstances, that he wishes them to be cleared forthwith ; this being the simple reason for returning this suit with the utmost punctiliousness.

The qualifying circumstances are to be looked for in the nature of the card led, and the trump-card : for should partner have led an equivocal card, and you hold only king queen and another ; it would be highly imprudent, if, having won with queen, you were to return the suit, at the cost of unguarding the king ; when partner may simply have intended to strengthen your hand. Again, as to the trump-card, partner might be merely leading through an honour ; which, being a defensive lead, is not returnable. (*Comp.* 7, 8.)

Five or six  
trumps.

29. With five trumps it is a general rule to extract two rounds ; with six it is imperative : you thus disable opponents from intercepting the favourable suits, and remain with sufficient power to ruff the unfavourable. Under any circumstances, if it be desirable to insure two rounds, play the ace if you have it.

With only four trumps originally, after two rounds, it is ordinarily 5 to 2 that partner holds one of the remainder.

Stress on  
third trick  
in a back-  
game.

30. As the ulterior object in other suits is the mainspring by which the conduct of trumps is regulated, and consequently the third round is the most essential to be won, a greater degree

of latitude and underplay is admissible in this department than would be compatible with plain suits, wherein a third round may be ruffed: accordingly, on the principle of securing the third round, with king queen and but one or two others, you need not, as in ordinary suits, lead king, but rather the lowest: many players even prefer leading smallest from king queen five trumps; but in most cases it is better to lead king, and then lowest, submitting to the contingency of ace being kept up by the opponents.

31. Supposing you want to establish a long suit, *of which you have the perfect command*, with only four trumps, underplay is usually requisite: *E. g.*, you may permit the first two tricks in trumps to be won by sufferance, so long as by reserving the ace or king-card, you secure possession of the third round (69); after which it is improbable that more than one trump remains against you; while you have the other trumps, and a commanding lead; the adverse trump, if the best, will be forced out by your commanding suit, which will then be re-established by your long trump: nothing but five or six trumps collectively can prevent a long suit being thus established; and even supposing five trumps to be in one hand, this may still be effected, if you have the king-card

Long suit  
with few  
trumps.

of opponent's suit in reserve; for this now becomes as valuable as a long trump in retrieving the lead.

32. In this back game is seen the policy of this general maxim: Keep in reserve so late as you can the command of opponents' suits, and take care to leave partner's long suit as unfettered as possible.

Young players invariably act on the reverse of this, and even adepts require all their judgment to steer the exact course.

33. By good management you may possibly establish a *commanding* suit with four trumps headed only by the ten; neither be forced, nor overruff; one trump being expended strengthens your hand, leaving also the contingency of partner gaining tenace in the next round; nevertheless, when the superiority in trumps is clearly against you, retreat with a good grace, realising what tricks you can readily, instead of affecting a deep game with a shallow hand; similarly if a trustworthy partner obviously means to force you, adopt his game without scruple; give him credit for the desired reinforcement in trumps.

If partner leads a winning card, he may not intend you to overruff; wherefore pursue your own game: if he plays a loose card, there can be little doubt.

Stipulation  
as to the  
command

34. It is obvious, that without *the perfect control* of the long suit, the above manœuvring

will be futile; as so far from forcing out the king-trump, you will more probably lose your own: hence the rule; With a powerful hand play trumps without disclosing your suit; but with only four trumps lead them not, until your suit is sufficiently cleared to insure you the future command; always remembering that with a good tierce it is best to extract two rounds consecutively. (*Supr.* 16.) of long suit.

To exemplify this rule by an extreme case: A holds quart major in hearts, ace king of spades, tierce to king in diamonds, and king knave nine seven of clubs (trumps); now, suppose the remainder of the pack to be thus distributed—B (second-hand) has ace queen ten eight of clubs, ace and another diamond, six spades headed by quart to queen, and one heart: D (fourth hand) has four loose trumps, four hearts, and five diamonds: C's hand being composed of one trump, and twelve loose cards. It will be found that if A leads a trump he may lose *five by tricks*, whereas by stubbornly forcing B, in preference even to drawing two trumps for one, he need only lose two by tricks.

35. It may be advantageous to lead up to the ace; with a good sequence for instance, or numerical strength; less so up to king; and disadvantageous to queen or knave. Leading up to honour.

But if you hold ace queen ten, when knave is turned up on your right, you might lead queen and wait.

Supposing, however, you are very weak in trumps, and partner would be sure to lead through an honour turned up; in that case it is

perhaps best to anticipate the evil by leading the trump yourself, so as to let him finesse.

Leading  
through  
honour.

36. Without some special objection, lead through an honour turned up; particularly with a good card for partner to finesse.

Hence, if queen is turned on your left, and you have knave, lead it, as it has little chance of making a trick in that position, but is a good card for partner.

Policy of  
strengthening  
partner.

37. If opponents are three, and your own score very low, it is right to lead your best trump, particularly having no honour; as unless partner has two honours, the game must be lost (*Supr.* 9). It is indeed equally important to show partner your weakness as your strength in trumps: in the one case, he will keep his own suits entire, discarding from the adversaries'; in the other, he will discard his own, keeping guard over the adversaries'.

Excep-  
tional case.

38. Many players object to leading trumps when trying for the odd trick.

## CHAPTER IV.

## SECOND HAND.

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*Similes similibus facillime congregantur.*

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39. The maxims for second hand are nearly reducible to playing lowest of suit or lowest of sequence; continually keeping in view the economy of finesse or tenace: hence,

CHARAC-  
TERISTICS.  
Analogy to  
eldest hand

*a.* With ace king knave, play ace or king; but do not finesse in the second round, if the original leader betrays poverty (3, *c*).

*Ace king  
knave.*

*b.* With king queen ten, or queen knave nine, play queen or knave respectively; and so on.

*King queen  
ten.  
Queen  
knave nine.*

*c.* With ace queen ten, play queen; unless requiring three tricks in the suit, when you may substitute the ten.

*Ace queen  
ten.*

40. There is the same necessity for following suit with the lowest of a sequence, as for leading the highest. With this difference, where you would open a sequence as leader, you may also break it second hand: *E. g.*, as from queen knave three in suit, you would lead queen, so

*Queen  
knave &c.*



King  
queen &c.  
in trumps.

being second hand, you should put on knave : and as on the other hand with queen knave four in suit, you might lead smallest in preference to queen (15), so being second hand you may play lowest, instead of disturbing the sequence. Again, as with king queen and but one or two other *trumps*, you might lead smallest (30), so, being second hand, you may play lowest, in preference to parting the sequence.

The utility of leading the highest of sequence has been shown *supr.* 12. The advantage of putting on the lowest is equally palpable ; for by putting on queen from king queen, second or third hand shows partner—

a. That he does not hold the knave.

b. That the king is not on his left (3, b, ii.).

Ace king  
&c.

41. With ace king &c. it is imprudent to risk either first or second round ; it being seldom right, except with a strong game or finesse, to keep up the king-card in the second round of a plain suit ; for though partner might win with a minor card, the third round is likely to be ruffed ; so that in case of disappointment, you lose at least three points in the score ; you may even lose two tricks, *i. e.* four points, in case the ruffing trump could not otherwise have been turned to account.

Case of  
second best  
guarded.

42. Sometimes, nevertheless, the original leader withholds the king-card, repeating the lead with a small one ; so that with only se-

cond best and another remaining, your best plan is to produce the former at once. *E. g.*, supposing you had led from king three in suit, and fourth hand, having won rather cheaply, returns the suit, your best chance of making the king is to put it on; otherwise third hand might finesse.

It should be observed, however, that bad players seldom finesse when they ought, particularly in a second round. The above is another instance of the impolicy of only leading from only three in suit (23).

43. When second hand plays ace to the first lead, he must either have several or no more of the suit (*Comp.* 17): if, however, he immediately plays trumps, it merely betrays impatience to extract them regardless of expense.

*Inferences from playing ace.*

44. With ace queen &c. play lowest, unless with five in suit: with ace queen ten, the case is different (39, c).

*Ace queen &c.*

45. With ace knave ten, if trumps, put on the ten; in other suits the lowest: because in trumps, the lead may be both from king and queen; in plain suits, from one of these alone; when playing the ten would be fruitlessly impairing a strong suit.

*Ace knave ten.*

46. Do not rashly put king on queen; but presuming the lead to be from the usual queen knave &c. reserve the king for the knave; as, if the ten is on your side, the adversaries will at least lose the command after the second

*Honour led. Queen.*

round, to say nothing of the chance of partner holding ace; whereas, if ace ten are both against you, no trick can be made anywise.

Assuming the queen to be led from quart to queen, if you hold king five in suit, it is an equal chance that the ace is single.

47. Similarly with ace ten &c. pass the queen; as if partner has king, you probably gain three tricks.

If queen wins, you will not of course finesse in second round.

*Knave,* 48. Do not put ace on knave, unless holding queen also: in which case the king cannot lie on your right, except at the very close of the hand.

Some players demur to passing the knave, lest the second round should be ruffed: but assuming the greater probability that the second round does not fail; if third hand is left with king, he will certainly establish the ruff after playing it; whereas, if knave were passed, partner may win with queen, and the second round falling to the ace, nothing remains to be ruffed.

(Summary) 49. With above limitations (46 to 48), having less than four in suit, put honour upon honour: though with a fair expectation of establishing a long suit, an honour may always be passed.

*Ten and two others.* 50. With only ten and two others, by heading the second round, you may save partner's hand; particularly if the third hand has already expended an honour.

51. With king and another ; if the knave, put it on ; if a loose card, it is sometimes right to put on king, and sometimes not ; a previous determination prevents the betrayal of the hand by hesitation : the chances being originally 2 to 1 against third hand having ace (5, i.), it is generally proper to play the king, particularly if you want the lead. On the other hand, a good player often dislikes leading from ace (20), keeping it to bring in his long suit. If turned up, the king should invariably be played. King guarded.

52. With queen and another, play the latter : for the chances are about 5 to 4 against queen winning (5, ii.), while you have at least the chance of making it over a finesse in the second round, without exposing your barrenness. If a superior honour is turned up on the right, or by partner, the queen should certainly be played. Queen guarded.

Good players are at issue regarding the adage, 'king ever, queen never ;' which undoubtedly should be thus modified, 'king often, queen seldom.'

53. With knave and another, play knave, unless you are afraid of its being mistaken for a 'blue Peter.' Knave guarded.

## CHAPTER V.

## THIRD HAND.

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*Ne quid nimis.*

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54. THIS hand naturally brings us to the subject of finessing; an attribute possessed in common by the second and third hand, though more generally ascribed to the latter.

THEORY OF  
FINESSING.

Looking to the score will commonly direct where and why finesses are proper or improper; for there is no general finesse which circumstances may not render indefensible. In the first deal, there is scarcely any finesse which is not justifiable, when the failure leaves you at three instead of four; on the other hand, no finesse is justifiable, on which depends scoring two or four, when there might be a certainty of three.

Finessing is more or less justifiable, according as the advantage accruing from success will be to the disadvantage entailed by miscarriage: when, therefore, the risking one trick would be dangerous, there is not the shadow of excuse for finessing. To save game must always be the paramount consideration; sometimes, on

the other hand, this cannot possibly be done except by a successful finesse (*e. g.* 92).

55. No finesse can be more *à propos* than with a minor tenace in the *second round* of a suit, *e. g.* queen ten against king knave &c.; for if second hand plays a loose card, you may conclude, except now and then in trumps, that he does not hold the best (*Vide* 31, 41), wherefore you can hardly suffer by finessing the ten. *Beau ideal of finesse.*

56. Hence, if third hand had won partner's lead by finessing queen, he must play out the ace before returning another, to prevent partner from finessing; not to mention the impropriety of keeping up the commanding card of his suit. *Ace queen.*

It is not essential that the ace be returned *instantly*, but merely that it have precedence in that suit.

57. The finesse with ace queen is perhaps the most ordinary that occurs; insomuch that if third hand plays ace in the first round, he must expect little credit for the queen. It is seldom requisite to finesse against more than one intervening card; though in trumps, deep finessing, or rather passing a trick may be very effective.

It is erroneous to suppose that the third hand has *at all times* an equal chance of succeeding in a finesse against but one intervening card; for after the second hand has played, the fourth hand is then holding one card above him; which preponderance, increasing with

the progress of the hand, must be taken into account. Moreover, there is always a chance of the intervening card being unguarded; so that you give rather more chance than you receive by finessing.

*E.g.* Remaining with queen ten against knave nine and another; if partner leads the lowest, and second hand plays the nine, the chances on fourth hand holding the knave against the second are, with only four tricks played, 9 to 8; with nine tricks played, 4 to 3; with ten tricks, 3 to 2; with eleven tricks, 2 to 1.

Partner's  
card.  
Queen.

58. One mode of finessing is, trusting the trick to an equivocal or strengthening card of the partner. Under no circumstances put ace on his queen; for if the king does come in, this is much better than parting with both ace and queen for one trick, and leaving the future command against you.

Knave or  
ten.

59. Again, if partner leads knave, and you have ace ten; by passing his card, you will subsequently have a favourable finesse with the ten, this hardly coming within the injunction against holding up the king-card in the second round (41).

Similarly, if partner leads ten, and you have ace knave, pass the ten.

Nine.

60. You might even pass partner's nine, especially in trumps; for if he has no honour, you can make but one trick anyway; if he has an honour, you may thus make two.

Good players never lead a nine or ten, but from one of these reasons:

- i. From quint to king (12).
- ii. From king knave ten nine.
- iii. When heading a suit of less than four cards (9, 24).

If knave or king is in your own hand, you are sure it is for the last reason.

61. With ace queen ten, it would be impolitic to finesse ten in the first round, in preference to queen. Ace queen  
ten.

62. With queen ten &c. it would be very improper to finesse in the first round, though it may be extremely *à propos* in the second. (*Vide* 55). Queen ten.

63. With king knave four in suit, finesse knave and return lowest; with three in suit, and *à fortiori* with king knave only, to a primary lead, play king and return knave; to a subordinate lead, it is safer to finesse without returning it. King  
knave.

64. With less than four originally of partner's *aggressive* lead, there is very rarely any profit in finessing: in any event, the next highest should generally be returned. Weak suit.

This answers two purposes; demonstrating your own poverty, and transferring the finesse to partner. Bad players prefer finessing themselves to allowing partner to do so, even in his own suit; and by returning a loose card, weaken their fellow-combatant, when they ought to strengthen him.



## CHAPTER VI.

## FOURTH HAND.

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*" Bis imperat, qui sibi imperat."*

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Ace knave  
&c.

65. IF king is led, and you hold ace knave &c. by permitting king to win, you insure two tricks if the suit is pursued; if, on the other hand, the suit is discontinued (*Vide* 14), you will have injured the position of the knave, and it is not impossible that the ace may be afterwards ruffed.

In the case of second hand, the knave requires no extraneous protection, the queen being clearly on the right; consequently the king should be taken at once, providing that you would not be obliged to play back to the queen, and also that you do not care to retain the immediate command. The principle, in both cases, is simply to consider, whether you would rather take possession of the ensuing lead or leave it with the adversaries.

Leading up  
to weak  
hand.

66. Having won a trick very cheaply, it may not be amiss to return the opponent's suit; but this must very rarely be done in trumps, nor upon too light grounds; for the apparent weak-

ness may be a mere decoy, under which a strong game or tenace is concealed, in anticipation of the return. Never, therefore, be surprised into this ambuscade in trumps; to say the least, you play the adversary's game by exhausting them.

67. In plain suits, if strong yourself, there is less room for suspicion; accordingly, by playing through the original hand, you give partner the chance of making a trick with the third best, while you retain the king-card. This underplot becomes dangerous in case of numerical strength, owing to the greater risk of a ruff; but at the finale, when trumps are scarce, the advantage of leading through the strong hand may be worth obtaining by winning partner's card.

## CHAPTER VII.

## UNDERPLAY.

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*"Periculosa plenum opus aleæ."*

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Basis of  
underplay.

68. THIS manœuvre is constantly practised by the adept against the uninitiated; its main feature consisting in so keeping back a king-card as to induce a doubt or misconjecture as to its position; through which means, sometimes, partner may make third best, while you still retain the command (*Vide note 11, c, and 42*); at other times, the opponents may be induced to pursue beyond due bounds an originally promising lead (65). In plain suits, this agency is seldom resorted to with advantage except at the finale; for not only may the second best unexpectedly appear (42), but the king-card may ultimately be ruffed. (*Comp. 41.*)

Efficacy in  
trumps.

69. In trumps, the effect of underplay is most conspicuous in the establishment of a long suit; to accomplish which, it is often not merely requisite to insure the comparatively easy discharge of three rounds in trumps, but also

to insure winning the third round, for the advantage of the lead in forcing (*Vide* 31). These then being the conditions which underplay is required to satisfy ; if you have ace king four trumps, you must not, even though last player, win both first and second trick therein ; again, having led from ace four trumps, you must not be persuaded to let down the ace on return of suit : on same principle, with ace queen four trumps, if knave is led, you must not, as usual, put on ace second hand (48), but pass it altogether.

It is of course understood that partner has not collateral strength in trumps ; as underplay would then be superfluous : if, on the other hand, partner had led an equivocal card ; or if trumps are led by opponents, recourse to such play is more obvious.

## CHAPTER VIII.

## FORCING AND RUFFING.

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*Trumpatur ab his* (the weak), *discardatur ab illis* (the strong).  
CANTAB.

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Principle  
of forcing  
exempli-  
fied.

70. THE virtue of a force may be exemplified by the following extreme case:—A has *seizieme major* in trumps, a *quart major* and *tierce major* of other suits; B, opponent, has six minor trumps and a *septieme major*. Now if B, relying on six trumps, leads one, he loses a slam; whereas by forcing A he gains the odd trick. Scarcely a hand is played wherein the soundness of this principle is not more or less tested.

Data for  
forcing  
partner.

71. A good partner will generally give you credit for at least four trumps, if you force him precipitately; it being an old dogma, not to force partner unless strong yourself: still, you will never scruple in doing so,

*a.* If he had purposely led for a ruff;

*b.* If, after having been forced, he abstained from leading trumps;

c. If great preponderance in trumps appears against him. (*Comp.* 33.)

d. If there is probability of a see-saw ;

e. If trying for the odd trick. (*Comp.* 38.)

72. When partner has already a renounce, and you have but a single card of another suit, play this, before pursuing the force ; in order to establish a see-saw, which is eminently advantageous.

Establish-  
ment of  
see-saw.

73. If strong in trumps, never ruff a second-best nor uncertain card, particularly when having a long suit (*Comp.* 33), unless in case of a saw. Never fail to ruff if weak, even though sure of being over-ruffed ; or knowing the king-card to lie with partner : the advantages are, employing a powerless trump ; demonstrating the poverty of your game to partner ; and perhaps leaving in hand the command of the adversaries' reserve suit.

Never ruff,  
if strong ;  
never fail,  
if weak.

74. Under any circumstances, it is indispensable to nip a long suit in the bud : and it is better to part with the king-trump, whether single or not, than to allow the opponent to be discarding after you : be careful, however, not to ruff with a higher card than the occasion may warrant.

Unequiv-  
ocal ruff.

To a spell-bound imagination the charm of the king-trump is considered wasted if used for a simple ruff ; but though of itself it certainly makes but one trick, yet it may obstruct several. When, however, you have

no winning cards, and one of the adversaries has a long suit, it is often advantageous to delay the ruff till his partner is exhausted, so that he may not be able to continue the suit.\*

Inferences  
from dis-  
card.

75. As a refusal to be forced indicates a long suit with some strength in trumps (73), the discard probably belongs to a third suit, of which there may still be a remnant in hand; consequently, the adversaries should hasten to get out the king-card thereof without prejudice: if, however, a high card had been sacrificed, it is probable that the discarder has already established a double renounce, having only trumps and a long suit remaining.

Should the ruff have merely been temporarily declined, or from fear of an over-ruff, the above presumptions become stronger, and the precaution of playing the king-card of the discarded suit is more urgent.

King-card  
in *petto*.

76. If partner discards from your best suit, it is right, if strong in trumps, to force him with a loose card, reserving the best for the future command. (*Comp.* 32.)

Repudiated  
force.

77. When partner declines to ruff a winning card, lead trumps *instantly*, the highest if weak: conversely, when an opponent declines, avoid the fatuity of forthwith leading trumps, or otherwise shifting the suit, instead of more

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\* A precept often exemplified in double dummy.

heartily pursuing the force, and giving partner the chance of a counter renounce.

Thoughtless players so constantly open trumps on opponent renouncing, that it is a favourite artifice with proficient, to drop a high card, to decoy the uninitiated into leading them. The ruse should be resorted to without hesitation, and not too frequently.

78. Never allow one opponent to be making loose trumps while the other is discarding: the extent of this error is seldom comprehended by unskilful players, who, seeing the good effect of judicious forcing, often attack the strong and weak hand indiscriminately. *Let not the strong discard, while the feeble ruff.*

Impolicy of forcing both opponents.

79. The use of a thirteenth card is to economize trumps, and to let them fall separately: hence, third hand should either put on his best trump, in hope of emancipating partner; or pass it altogether, particularly with a tenace to be led up to. It follows, that if both adversaries hold trumps, and partner has none, it is ruinous to lead a thirteenth card.

Employment of thirteenth card.

80. With five trumps and a poor hand, do not be rashly forced by opponents, who might, by drawing one trump, succeed in establishing a long suit (31); whereas, by remaining close, you may effect the same for partner.

Improvident ruff.

81. When partner is impatient to exhaust trumps, it is eminently selfish to hoard up a

Deference to partner's game.



solitary remnant, for the cross-purpose of ruffing, instead of directly abetting his object : such a ruff is commonly worse than useless ; for if this is partner's suit, you do but "en-cumber him with help."

## CHAPTER IX.

## HINTS AT FINALE.

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*"Hic labor, hoc opus est."* \*

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82. WITH all winning cards, except one, With only one loose card. play the loose card, for the chance of partner making second best, which he could not do if kept till the last.

83. Holding all the long trumps, except the Long trps. " king-trp. best, lead the smallest, to show partner that you have the remainder, and to prevent the king-trump from stopping his suit, with the contingency of gaining tenace in the next round.

84. It follows, that it is impolitic to play out the king-trump when the rest are in one hand, as it might stop the career of an opponent, who may never recover the lead. If

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\* The difficulty does not consist in dealing with obvious positions, but in mentally tracing out the latent combinations. Many players are ignorant, at the finale, whether they possess tenace or not ; much less whether anybody else possesses it.

both adversaries hold trumps, it is generally right to draw two for one.

Minor  
tenace.

85. Remaining with minor tenace, against tenace guarded, *e. g.* knave nine, against queen ten and another, you should lead knave, if you suspect the ten to be single.

'Running'  
a trick.

86. With such cards as knave nine eight, against ten guarded; by "running" the eight you may make every trick.

Loose  
trump.

87. With only a loose trump and tenace; play the former, to get led up to.

King &c.  
with lead.

88. Similarly with only king three in suit, and a loose card; lead the latter, as the best chance for king is to be led up to.

Duplicate  
tenace in  
second  
hand.

89. Supposing second hand (B) remains with tenace in trumps, and king of another suit guarded; eldest hand (A) holding minor tenace, and the corresponding ace: if A leads the ace, B may, by sacrificing his king, bring it to an equal chance, whether he wins three or two tricks; whereas by preserving king, three tricks cannot possibly be made.

King &c.  
third hand.

90. Supposing ten tricks being made, you remain with king, ten, and another; if second hand plays an honour, cover it; otherwise finesse the ten, for a certain trick: wanting two tricks, put on king.

If the suit is trumps, and second hand renounces, you must still finesse, for a certain trick; this being a positive exception to the general theory.

91. With king nine and another, you cannot insure a trick, except by finessing; should, therefore, second hand have capped the nine, the best chance for the king is to put it on.

92. With a loose trump and no winning cards, partner having the remaining trumps, play the trump, to put the lead in his hand, in case he should have winning cards. Transfer of lead.

93. Remaining with all loose cards, except the best and another trump; partner having the second best trump, and a winning hand; you should, if forced, cast away the king-trump, so as by returning the other to give partner to the uncontrolled lead. Coup de main.

To exemplify this masterly stroke: The score is four all: A, having six tricks turned, remains with ten seven of trumps, and two hearts, one of which he leads; B (second hand) has knave eight of trumps, and two clubs; C has two loose trumps, and two hearts; D (fourth hand) has king and another trump, a club and a diamond: here, D, seeing it necessary to win every other trick, and that there is no possibility of so doing, without partner holds either the two best trumps, or a successful finesse therein, ruffs with king, and returns the loose trump; thereby showing what attention to the score, combined with fine play, may effect.

94. The following case of playing to points is of comparatively frequent occurrence: nine tricks being made, A has two loose trumps, and two forcing cards, with the lead, against two king-trumps. Here it entirely depends on Critical predicament.

the score whether A may venture to lead a trump, for the chance of the others being divided; or whether he must abide by the certainty of gaining two tricks by forcing: had the opponents made five tricks, and only required the odd, the former would be the *only* chance of saving the game.

In the absence of positive data, it is 11 to 3 against either adversary holding both the king-trumps.

95. Remaining with only two suits; the one consisting of winning cards, the other of ace and another; against the long trump; by unguarding the ace in discarding, the chance of partner's assistance in forcing out the trump, is much deteriorated.

## CHAPTER X.

## SYNOPSIS OF THE ODDS AT SHORT WHIST.

THE peculiar nature of the various phases, and fluctuating elements of whist, renders it impossible to construct an exact mathematical scale of the odds at every stage of the game. Empirical data afford the only foundation for the following calculations, which are generally accepted as the most approximate results derivable from experience and conventional adoption:—

With the deal,	{	1 to love is	5 to	4	} on the game.
		2 — love „	5 —	3	
		3 — love „	5 —	2	
		4 — love „	2 —	1	
		2 — 1 „	4 —	3	
		3 — 1 „	2 —	1	
		4 — 1 „	7 —	4	
		3 — 2 „	3 —	2	
		3 — 4 „	103½ —	100	

The usual odds laid on the rubber by the winners of the first game are 5 to 2, but it is mathematically demonstrable that the precise odds are 3 to 1.

After winning the first game,	{	1 to love is about	With the deal.	Without the deal.	} on the rubber.
			7 to 2	13 to 15	
			4 — 1	7 — 2	
			9 — 2	15 — 4	
		4 — love „	5 — 1	4 — 1	

## DUMBY.

WHEN only three whist-players can be mustered, the fourth hand, called Dumby, is exposed on the table. The lowest cut takes Dumby for partner, with the choice of seats and deal.

The laws are the same as those of the parent game, with this special exemption, that Dumby cannot make a revoke: for such revoke, being committed openly, obtains the acquiescence of both parties. The oversight, however, may be remedied by a new deal, at the opponents' option.

Dumby is not exempt from the penalty of misleading, because a mislead is often of vital import, and if no penalty attached thereto, the experiment would be continually attempted.

The whole policy of the assailants' game consists in leading through Dumby's strong suits, and up to the weak; the return of the partner's lead being, in most cases, of secondary consideration.

This game eminently displays to a novice the rationale of some of the most important maxims at whist; *E. g.*

*a.* The expediency of leading a strengthening card to partner.

*b.* The benefit of maintaining an old suit in preference to a fresh weak one.

*c.* The importance of *placing* the lead.

*d.* The mischief of forcing the strong and weak hand indiscriminately; and the proper application of a thirteenth card.

*e.* The policy of retaining the command of the adversaries' suit.

Deschappelles calculates that between third-rate players, Dumby has the advantage of a tenth part in the long game, or about 5 to 4 in the short; between first-rate players, the same advantage is in favour of the opponents; while between second-rate players, the battle is strictly even.

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## DOUBLE DUMBY

Is when only two persons play, each having a dumb partner.

The laws are the same as at single Dumby. This game is more in favour of the best player than any other at whist.

It is especially recommended to the novice, as the best mode of studying the theory of finesse and tenace.



## THREE-HANDED WHIST

Is when three persons each play their own hand independently ; the hand opposite the dealer being discarded unseen.

The game is ten up ; each trick above four counts one, and each individual honour counts one, with preference to seniority, *i. e.* the ace counts first, then the king, and so on.

*E. G.*—If A is 9, and has the ace of trumps, while B is 8, having all the other honours, A will be game ; providing of course that no one can count out by tricks.

The laws are the same as at whist proper.

This game is sometimes played in another way. The eldest hand, after inspecting his proper cards, has the option of rejecting them unexposed, and adopting the spare hand, in which event he cannot afterwards look at his original cards. If he declines the exchange, the option passes to the second hand, and finally to the dealer.

A very simple game (ten up) may be played by three persons, if the twos, threes, fours, and one of the fives be excluded from the pack, the points counting in the way just described.

## HUMBUG

Is a two-handed game, and may be either ten or five up. The cards are dealt as at whist, the alternate hands being discarded. The points are counted the same as at three-handed whist.

In this game it is self-evident that the safest leads are from sequences, and the main policy is to establish as many tenaces as possible.



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## APPENDIX I.

COMPARISON BETWEEN LONG AND SHORT  
WHIST.

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At long whist the game is ten up: honours are not counted at the score of nine, but may be called at eight.

At short whist the game is five up: honours are not counted at the score of four, and are never called.

In either system tricks count before honours, excepting only in the call.

Notwithstanding the proportion of the respective scores is as 10 to 5, yet experience teaches that three long games average the same period of time as four of the short: in this latter ratio, therefore, short whist is the more convenient to supernumeraries awaiting their turn to cut in.

Another benefit arising from the shorter game is its tendency to the improvement of play. The attack and defence in shorts is precisely similar to five-all at longs; in either case five tricks with one honour being necessary to save game. But, inasmuch as the loss of a critical odd trick must be oftener fatal in a score of 5 than of 10, a closer attention of playing to points is imposed

than when the termination of the game is not immediately at stake ; and the merit of steady play accordingly receives a greater recompense. Owing, however, to the greater margin for chance in the counting of honours, the prospects of an indifferent player are not deteriorated, while a good player may sooner escape the annoyance of a bad partner.

If it were desirable to render the game more dependent upon skilful play, the honours might be halved, 4 honours scoring only 2, and 3 honours only 1. Arnaud, Major A., and others, object that the exorbitant scale for honours gives an undue preponderance to chance in the short game ; but is this just the condition for entering into the compromise on the part of indifferent players, who would otherwise unquestionably be placed *hors de combat*.

## APPENDIX II.

## WILFUL REVOKES.

THE question, whether it is fair to revoke on purpose, was a moot point even in Arnaud's time. The case for the defence is, that A is privileged to commit the revoke, providing he is ready to succumb to the penalty on detection. The reply is, that A is not justified in breaking the law, because he is willing to abide the consequence. The proper issue is, what is the understanding between the players when they sit down. Now the analogy between the infraction of the penalties of a pastime and those of civil jurisprudence is imperfect. For a game is constructed of certain conventional conditions, embodied in the form of laws; these conditions being such as may be most conducive to positive amusement, not merely to the negative prevention of abuse. Consequently any one joining in a game, wherein calculation is an inherent quality, is presumed to accept these conditions; and any laches which defeats the rationale of the game is supposed to arise from inadvertence: hence, indeed, the law specially permits the interference of the partner in guarding against a revoke.

To broadly assert that any wilful revoke is dishonourable, would merely have the effect of inviting dissimulation on the part of those who think otherwise. Purloining the lead or deal, and every species of intimation, however commonly practised, is at least equally worthy of this designation.

There can, indeed, be only one emergency whereat a revoke is necessarily advantageous; namely, in the case of a desperate game. If A is *love*, and can only save the game by revoking, he may win, and cannot lose; or A might even prefer the risk of sinking a present score if detected, to the certainty of losing the game if he does not revoke: in either stage a very equivocal policy, which the adoption of the 46th law suggested in *page 26* would serve to meet.

The question remains, whether A, having once made a revoke, may properly endeavour to escape detection by repeating it. We consider that, the laches having once inadvertently arisen, infringement of the rationale of the game cannot further be pleaded. Moreover, the penalty being undoubtedly the more severe on account of the difficulty of detection, it should hardly be expected that any one shall be instrumental to his own conviction, particularly when his only hope of escape is clogged by the risk of additional punishment.

## APPENDIX III.

## THE STRICT GAME.

ALL card-laws are necessarily suspicious and severe ; consequently trivial offences are sometimes visited with apparently unmerited harshness. The penalties of whist, however, are not so strict as those of piquet ; and various proposals have been made for augmenting their present rigour. It is a mistaken clemency to overlook the slightest *faux pas*, for if the law once ceases to be carried out in its integrity, the door is thrown open to constant bickering and laxity of play. The opinions enunciated by Mrs. Battle on this point deserve to be universally adopted—" *A clear fire, a clean hearth, and the rigour of the game.*"—" This," says Charles Lamb, " was the celebrated *wish* of old Sarah " Battle, who, next to her devotions, loved a good " game of whist. She was none of your lukewarm " gamesters, your half-and-half players, who have " no objection to take a hand if you want one to " make up a rubber ; who affirm that they have " no pleasure in winning ; that they like to win " one game and lose another ; that they can while " away an hour very agreeably at a card-table, but

“are indifferent whether they play or no ; and  
“will desire an adversary who has slipped a wrong  
“card, to take it up and play another. . These in-  
“sufferable triflers are the curse of a table. One  
“of these flies will spoil a whole pot. Of such it  
“may be said that they do not play at cards, but  
“only play at playing them.

“Sarah Battle was none of that breed. She de-  
“tested them, as I do, from her heart and soul,  
“and would not, save upon a striking emer-  
“gency, willingly seat herself at the same table  
“with them. She loved a thorough-paced part-  
“ner, a determined enemy. She took, and gave,  
“no concessions ; she hated favours. She never  
“made a revoke, nor ever passed it over in her  
“adversary without exacting the utmost forfeiture.  
“She fought a good fight: cut and thrust. She  
“held not her good sword (her cards) ‘like a  
“dancer.’ She sat bolt upright ; and neither  
“showed you her cards, nor desired to see yours.

“I never in my life—and I knew Sarah Battle  
“many of the best years of it—saw her take out  
“her snuff-box when it was her turn to play ; or  
“snuff a candle in the middle of a game ; or ring  
“for a servant till it was fairly over. She never  
“introduced, or connived at, miscellaneous con-  
“versation during its process. As she empha-  
“tically observed, cards were cards ; and if I ever  
“saw unmingled distaste in her fine last-century  
“countenance, it was at the airs of a young gentle-  
“man of a literary turn, who had been with diffi-  
“culty persuaded to take a hand ; and who, in



“his excess of candour, declared, that he thought  
“there was no harm in unbending the mind now  
“and then, after serious studies, in recreations of  
“that kind! She could not bear to have her  
“noble occupation, to which she wound up her  
“faculties, considered in that light. It was her  
“business, her duty, the thing she came into the  
“world to do,—and she did it. She unbent her  
“mind afterwards,—over a book.”

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1871

1872



